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1 [Aurora: a conceptual model for Web-content adaptation to support the universal usability of Web-based services](#)

Anita W. Huang, Neel Sundaresan

November 2000 **Proceedings on the 2000 conference on Universal Usability**

Publisher: ACM Press

Full text available: pdf(804.10 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Users of the World Wide Web (Web) have a diverse set of needs, abilities, and goals. To achieve universal usability, the Web today calls for the development of new systems that enable the same content to be adapted for display according to these various needs. This paper presents Aurora, an extensible transcoding system that targets and adapts content in existing Web pages to help the broadest population of users, particularly in the disabled community, to obtain various Web-based services, s ...

Keywords: Web accessibility, Web intermediaries, XML transcoding, adaptability, disabled users

2 [Interactive mathematics via the Web using MathML](#)

Francis J. Wright

June 2000 **ACM SIGSAM Bulletin**, Volume 34 Issue 2

Publisher: ACM Press

Full text available: pdf(1.07 MB)

 Additional Information: [full citation](#), [abstract](#), [index terms](#)

MathML is a mathematical markup language intended for displaying mathematics in web browsers. At present, it can be used to display mathematics generated dynamically in response to interactive queries only if the browsing and generating facilities are chosen carefully. This paper examines the background and possible options, and describes some of the details of the use of MathML to display the output from a web-based demonstration of an ordinary differential equation solver running in REDUCE ...

3 [Hypermedia and Graphics 2: Authoring transformations by direct manipulation for adaptable multimedia presentations](#)

Lionel Villard

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**


Publisher: ACM Press

Full text available:  [pdf\(3.00 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present a method for authoring generic and adaptable multimedia presentations. This method relies on document transformations. For the currently available tools, designing the XML content and the transformation sheets is a tedious and error prone experience. We propose a framework based on an incremental transformation process. Incremental transformation processors represent a better alternative to help in the design of both the content and the transformation sheets. We believe ...


Keywords: XML, XSLT, authoring tools, document model, incremental transformations, multimedia

4 P7: Open-source documentation: in search of user-driven, just-in-time writing

 Erik Berglund, Michael Priestley


October 2001 **Proceedings of the 19th annual international conference on Computer documentation**

Publisher: ACM Press

Full text available:  [pdf\(228.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Iterative development models allow developers to respond quickly to changing user requirements, but place increasing demands on writers who must handle increasing amounts of change with ever-decreasing resources. In the software development world, one solution to this problem is open-source development: allowing the users to set requirements and priorities by actually contributing to the development of the software. This results in just-in-time software improvements that are explicitly user-driven ...

5 A semantic transcoding system to adapt Web services for users with disabilities

 Anita W. Huang, Neel Sundaresan


November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies**

Publisher: ACM Press

Full text available:  [pdf\(154.74 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: Web accessibility, Web intermediaries, XML transcoding, adaptability, adaptivity, disabled users

6 Transformations and Experiences: VXT: a visual approach to XML transformations

 Emmanuel Pietriga, Jean-Yves Vion-Dury, Vincent Quint

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Publisher: ACM Press

Full text available:  [pdf\(165.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The domain of XML transformations is becoming more and more important as a result of the increasing number of applications adopting XML as their format for data exchange or representation. Most of the existing solutions for expressing XML transformations are textual languages, such as XSLT or DOM combined with a general-purpose programming language. Several tools build on top of these languages, providing a graphical environment. Transformations are however still specified in a textual way using ...

Keywords: XML transformations, XSLT, circus, visual programming languages, zoomable user interfaces

7 WebViews: accessing personalized web content and services



Juliana Freire, Bharat Kumar, Daniel Lieuwen

April 2001 **Proceedings of the 10th international conference on World Wide Web**

Publisher: ACM Press

Full text available: [pdf\(305.83 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Web clipping, content transcoding, dynamic content, electronic commerce, information delivery, personalization, smart bookmarks, voice interfaces, wrappers

8 Transformations and Experiences: Towards static type checking for XSLT



Akihiko Tozawa

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Publisher: ACM Press

Full text available: [pdf\(175.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We are concerned about the *static type checking* problem for XSLT. In the context of XSLT and other XML programming, *types* are DTDs or schemas, and *static type checking* is to verify that a program always converts valid source documents into also valid output documents. To achieve static type checking for XSLT, we introduce a subset of XSLT, and an efficient algorithm of *backward type inference* for that subset. Although our XSLT subset lacks XPath, it includes recursiv ...

9 Technical papers: software presentation: Towards large-scale information integration



Kenneth M. Anderson, Susanne A. Sherba, William V. Lephien

May 2002 **Proceedings of the 24th International Conference on Software Engineering**

Publisher: ACM Press

Full text available: [pdf\(1.46 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software engineers confront many challenges during software development. One challenge is managing the relationships that exist between software artifacts. We refer to this task as information integration, since establishing a relationship between documents typically implies that an engineer must integrate information from each of the documents to perform a development task. In the past, we have applied open hypermedia techniques and technology to address this challenge. We now extend this work ...

10 Multimedia: Multimedia meets computer graphics in SMIL2.0: a time model for the web



Patrick Schmitz

May 2002 **Proceedings of the 11th international conference on World Wide Web**

Publisher: ACM Press

Full text available: [pdf\(253.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Multimedia scheduling models provide a rich variety of tools for managing the synchronization of media like video and audio, but generally have an inflexible model for time itself. In contrast, modern animation models in the computer graphics community generally lack tools for synchronization and structural time, but allow for a flexible concept of time, including variable pacing, acceleration and deceleration and other tools useful for controlling and adapting animation behaviors. Multimedia au ...

Keywords: animation, multimedia, synchronization, timing

11 Hypermedia in the Small: Model checking cobweb protocols for verification of HTML frames behavior



David Stotts, Jaime Navon

May 2002 **Proceedings of the 11th international conference on World Wide Web**

Publisher: ACM Press

Full text available: pdf(273.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

HTML documents composed of frames can be difficult to write correctly. We demonstrate a technique that can be used by authors manually creating HTML documents (or by document editors) to verify that complex frame construction exhibits the intended behavior when browsed. The method is based on model checking (an automated program verification technique), and on temporal logic specifications of expected frames behavior. We show how to model the HTML frames source as a CobWeb protocol, related to t ...

Keywords: HTML, browsing semantics, formal semantics, frames, literary hypertext, model checking, temporal logic, verification

12 Data collections and MM: 3D MURALE: a multimedia system for archaeology



John Cosmas, Take Itegaki, Damian Green, Edward Grabczewski, Fred Weimer, Luc Van Gool, Alexy Zalesny, Desi Vanrintel, Franz Leberl, Markus Grabner, Konrad Schindler, Konrad Karner, Michael Gervautz, Stefan Hynst, Marc Waelkens, Marc Pollefeys, Roland DeGeest, Robert Sablatnig, Martin Kampel

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Publisher: ACM Press

Full text available: pdf(159.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper introduces the 3D Measurement and Virtual Reconstruction of Ancient Lost Worlds of Europe system (3D MURALE). It consists of a set of tools for recording, reconstructing, encoding, visualising and database searching/querying that operate on buildings, building parts, statues, statue parts, pottery, stratigraphy, terrain geometry and texture and material texture. The tools are loosely linked together by a common database on which they all have the facility to store and access data. The ...

13 Making chalk and talk accessible



S. Bennett, J. Hewitt, D. Kraithman, C. Britton

June 2002 **ACM SIGCAPH Computers and the Physically Handicapped , Proceedings of the 2003 conference on Universal usability CUU '03**, Issue 73-74

Publisher: ACM Press

Full text available: pdf(252.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper investigates the development of an authoring package designed to mimic traditional "chalk and talk" delivery of content in education. It emphasizes the twin goals of making the output more accessible both for those with disabilities and for distance learners and also making the package usable by academic staff without requiring extensive training. It deals with issues arising from the capture of the material, the compromises and conflicts which are made in the satisfaction of accessib ...

Keywords: SMIL, XML, accessibility, authoring system, speech recognition

14 [SIGAda 99, workshop: how do we expedite the commercial use of Ada?](#)



Robert C. Leif

June 2000 **ACM SIGAda Ada Letters**, Volume XX Issue 2

Publisher: ACM Press

Full text available:  [pdf\(660.49 KB\)](#) Additional Information: [full citation](#), [index terms](#)

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S4	309	(715/753).CCLS.	US-PGPUB; USPAT	OR	OFF	2006/04/06 06:46
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